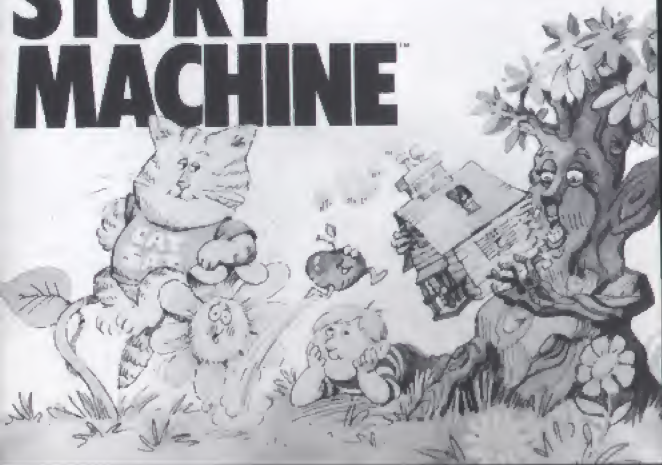


# STORY MACHINE™



## A NOTE TO PARENTS

Any child five years old or older will enjoy this program. STORY MACHINE encourages young readers to become young writers. Using a vocabulary of about 40 words, children can write sentences, combine them into stories, and see their stories animated.

As kids begin to play with the STORY MACHINE, they will become more familiar with the keyboard, an important aspect of computer literacy. While children giggle over their stories they will also be building skills in many areas. The fun of the program will encourage children to write longer stories and teach them that writing can be fun.



The STORY  
MACHINE emphasizes  
the rules of grammar,  
and encourages kids to  
write clear, correct sentences.  
It also develops their sight  
vocabulary – the ability to re-  
cognize words without  
sounding them out – as  
they write stories.

STORY MACHINE combines learning  
with creativity, fun and excitement.



## GETTING STARTED

### ATARI® and COMMODORE C64™:

1. Turn off your computer.
2. Insert the STORY MACHINE cartridge into the computer. (If you are using an Atari 800 computer, put the cartridge into the left slot).
3. Turn on the monitor or TV and the computer.

The program will start automatically

**NOTE: TURN OFF THE COMPUTER BEFORE REMOVING THE CARTRIDGE.**

## WAYS TO PLAY

Each time you begin to play STORY MACHINE, a list of story options will appear on the screen:

1. Watch a story
2. Take turns writing a story
3. Write your own story
4. Watch a story you have saved before

**1** The computer will make up a story and act it out on the screen.

**2** You and the computer will alternate, each making up one word at a time.

**3** Allows you to make up your own story and see it acted out on the screen.

**4** You can replay a story that you have saved. You can save a story to a cassette on an Atari computer or to a cassette or a disc on a Commodore computer.

Note to Commodore 64 users:  
A fifth option allows you to provide  
proper names to some of the nouns  
on the vocabulary list. Press **[5]** to  
use this option. Once you choose a  
story option, the screen will clear,  
and you can start your story.



## WRITING A STORY

In order for the STORY MACHINE to act out your sentences, you need to follow a few guidelines:

- Use present tense verbs like RUNS, HOPS or ZOTS.
- If a sentence has a word spelled wrong or is not structured correctly, the STORY MACHINE will let you know.

ATARI computers: The computer will erase the word.

COMMODORE computers: The computer will ask you to press **RETURN** to continue. To erase a mistake, press the

**INST DEL** key.

- Always end your sentences with a period. When you type the period, STORY MACHINE will act out the sentence.
- It is not nice to hurt other people. The STORY MACHINE won't let you act out a story that hurts any human or animal characters.





# 1

## REPLAY

Once you've written part of a story, you can replay it by typing **1**. The computer will ask you if you want to replay the story or start again. If you choose to replay the story, the STORY MACHINE will erase the screen and then act out the story that you have written.

# 2

## SAVE

If you would like to save a story on a cassette so you can play it again

later, follow the steps for your computer:

### ATARI Computers

1. Connect a cassette recorder to the computer and insert a blank tape.



2. Turn on the tape recorder.
3. REWIND the tape to the beginning.
4. Press the STOP button.
5. Press the **2** key on the computer.
6. Press the RECORD and PLAY buttons on the tape recorder at the same time.
7. When you are ready to begin, press any key on the computer keyboard. The story will be saved automatically.

### Commodore C64:

To save to cassette:

1. Connect a cassette recorder to the computer and insert a blank tape.
2. Turn on the tape recorder.
3. REWIND the tape to the beginning.



4. Press the STOP button.
5. Press the [2] key.
6. Type a [T] to save the story to Tape.
7. The computer will tell you to press the RECORD and PLAY keys at the same time.
8. When the story is done being saved, the tape will stop. Turn the tape player off.

To save to disk:

1. Turn on the disk drive.
2. Wait until the red light (the "busy" light) goes out. Open the drive door and insert a formatted diskette.
3. Press the [2] key.
4. Press [D] to save to Disk.
5. Choose a name for the story. The name may be up to 8 letters long.
6. The computer will save your story to the disk.

NOTE: You may save more than one story on a disk.

# 3

## DICTIONARY

When you are writing a story, you can check the vocabulary list by typing

[3]. To return to the story, press the **space bar** on the Atari and the RET-URN key on the Commodore.

# 4

## EXIT

To erase the story and return to the main menu, just press [4].

Careful, if you erase a story that is not saved on a cassette, it is gone forever!

## DICTIONARY



### NOUNS

APPLE(S)  
BOX(ES)  
BOY(S)  
BUMPUS(ES)  
CAT(S)  
DOG(S)  
FENCE(S)  
FLOWER(S)  
GIRL(S)  
HOUSE(S)  
ROCK(S)  
STORE(S)  
TREE(S)



### ARTICLES

AN  
THE  
THIS  
THAT  
THESE  
THOSE  
SOME



### ADVERBS

NOW  
SOMETIMES  
LATER  
SOON



## VERBS

ZOT(S)  
DANCE(S)  
EAT(S)  
GO(ES)  
HOP(S)  
JUMP(S)  
KISS(ES)  
RUN(S)  
SING(S)  
WALK(S)



## PRONOUNS

HE  
HIM  
HIS  
SHE  
HER  
HERS  
IT  
ITS  
THEY  
THEM  
THEIRS



## PREPOSITIONS

NEAR  
TO

**STORY  
MACHINE™**  
Proof of Purchase

**DesignWare** creators of the  
**STORY MACHINE** concept is a  
company staffed with educators  
and computer professionals.

**Package and Instruction Booklet**  
**Illustration:** Bill Morrison

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We make learning fun.